

Available from your favourite software store

DRAGON'S LAIR



GAME
MANUAL

JAGUAR CD

DRAGON'S LAIR®

JAGUAR CD

OBJECT OF THE GAME

You, Dirk the Daring, are on a quest to rescue the fair Princess Daphne who has been kidnapped and is being held captive by Sango the Evil Dragon. To do this you must survive a perilous journey and defeat all your adversaries. Make your way through the castle and caverns below by using the controller to move and the "B" button to wield your sword. Beware of your foes as they are numerous!

You must use your wit and reflexes to avoid the obstacles of each scene. These rooms will require many attempts to master. In general, flashing items will indicate either danger (when on a creature) or the direction to move (when on an object).

Remember: The timing of your moves is critical. Reacting too early or too late may end your quest abruptly.

"This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-TTY-5772."



PLAYING DRAGON'S LAIR

You do not control all of Dark's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Dark should move on the screen and when.

To finish a scene successfully, you must make a move or press the "B" button when Dark is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes

require more than one move. If you are having trouble, watch the animation carefully and move Dark in the safest direction, or if no direction is safe, press the "B" button to use Dark's sword.



If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Erik doesn't react immediately after you have made a move. You must wait for the animation to finish, and if you have made the correct move(s), you will continue onto the next scene.

The game will end if you lose all of your lives or when you reach the Dragon's Lair and defeat the Dragon himself. Then you will find Princess Daphne who is very happy to be rescued.



CONTROLS

The "F" button will begin the game and once the game has begun, the "PAUSE" button can be used to pause the scene. Press "PAUSE" again to resume play. Dark's twisted or "FIRE" is controlled by the "B" button on your control pad. The directions you will need are UP (top button), DOWN (bottom button), LEFT (left side button) and RIGHT (right side button) on your directional pad.



STARTING THE GAME



After the CD has been inserted, the demo mode will automatically begin. To start playing the game, simply press the "B" button on the controller. You will know the game has started when you see Dork walking across a drawbridge in front of the castle. The bridge has a hole in it and several purple tentacles will appear. As the tentacles begin to move towards Dork, press the "B" button once. Dork will draw his sword and slay the tentacles. Next press the UP direction and Dork will climb back through the hole and run into the castle.



HINTS

Note: Scenas will not necessarily appear in the following order

Drawbridge

Dirk will walk across the bridge and fall through a hole. Several purple tentacles will appear. As the tentacles began to move towards Dirk, press the "FIRE" button once. Dirk will draw and swing his sword. Halfway through the swing, press UP once, Dirk will put his sword away, climb onto the bridge and run into the castle.

End of Corridor

Dirk stands at the end of a corridor in front of three doors. As he looks around, the roof starts to curve in and the floor to his left begins to crumble away. Dirk must move right to exit out the remaining door as the floor crumbles away and the roof curves in.

Tentacles from Ceiling

As Dirk enters the room, a green tentacle will slither out of the ceiling. Dirk must chop the tentacle in half. Various objects will flash in the room and Dirk must move in the direction of the flashing objects.



Snake Room

Snakes slither out of the ceiling and walls. Dirk must chop the snakes. A skeleton head drops from the ceiling and flashes. Pull the skull and exit through the ceiling.

Pool of Water

Dark approaches the small pool of water. The floor and ceiling start to crumble. Dark should follow the stone path and roll to avoid the daggers shooting out of the wall. Jump into the pool and avoid the water snakes. Dive out of the pool, beware of the crumbling floors and ceilings. A big heavy spider will drop from the ceiling. Dark should chop the spider and run out the door.



Swinging Ropes of Fire

The brave knight enters a chamber filled with rising flames. The door behind Dark slams shut and the small stone platform he is standing on begins to slide into the wall. Dark must reach out for the swinging ropes to open the door on the other side of the chamber.

Law's Field of the Madmen

Dark walks across a field of lava and is attacked by the Madmen who live there. Realizing his sword would be useless, Dark must jump over several pyroars, avoid the Madmen, and run along a stone ledge before finally escaping through a hole in the cavern wall.

Sliding Stairs

Dark starts down the stairs. They become slippery and he must keep from sliding into the pit. Purple tentacles come out of the pit at the bottom of the stairs. Dark must slash and then avoid the tentacles. A chain hanging from the ceiling won't help him. Go to the hole and exit.

Ghost Spawning Rooms

As Dark approaches these, he must pick the right moment to try and run through them. Once past them, he is confronted by a Cloaked Spectre. Dark must jump towards him and then must use his sword to defeat the Spectre. Avoid the growing vines on the side of the pathway.

Drink Ale

As Dark walks into the room, a sign on the north wall will flash. Shortly after the door will flash. Dark should not drink the poison, he should exit the room.



Closing Wall

As the wall closes up around Dark, the door ahead of him will flash. Dark must jump towards the flashing door.

The Smoky

Dark enters the large room and is attacked by a magic flying sword. A flying race will also come at him. He must jump aside to avoid the sword and parry a glowing spear. As Dark jumps to the forge, he must battle the stone statue who magically comes to life!



Metallic Flying Horse

Dark finds a room with a metal horse sitting in its center. As Dark sits on the saddle reaching up for the gems on the horse's head, he awakens the sleeping mount. The horse rears up and carries the knight straight towards pillars and a wall which Dark must avoid. Watch out for curtains of fire!

Checkered Floor Knight

As Dark enters the room the Black Knight will materialize. The Knight will bang his sword against the floor causing electricity to flow along the checkered tiles, but don't be shocked! Dark must jump to the tiles surrounding him that are not covered by electricity. Once past this, Dark must defeat the Knight and exit the room.

Bats

As Dirk walks down the stairs, bats will try to attack him as the sections ahead crumbles away. Dirk must avoid the bats by jumping across the hole. He must destroy the giant bat!

The Lizard King

Dirk is confronted by a large walking lizard dressed in royal robes. As Dirk draws his sword to battle the Lizard King, a pot of gold flies past and takes the knight's sword with it. Dirk must follow the pot in order to retrieve his sword and battle the Lizard.

Room of Fire

Dirk must avoid the fire and lightning being flung at him from all sides. Look behind the bench to escape.



The Goons

Emerging in a stairwell, Dirk is attacked by small purple goons. He can slay the first but must climb the stairs and slay two more goons before exiting.

Haunted Hallway

Dirk is attacked by clattering skulls and a giant skeleton claw that emerges from the doorways. Black ooze will pour out of the doors on both sides as a second skeleton claw approaches Dirk. More black ooze slams out of the doorways and must be avoided. Dirk should jump out the door into the crypt. He is attacked by skeleton ghosts that can be destroyed in one slash!



Checkerboard Corridor

The floor beneath Dirk's feet starts to flink and the checkerboard sections begin to fall away. Dirk must jump to the parts of the floor that remain and then exit out one of the doors.

Magnetic Ball

As Dirk approaches the magnetic ball, his helmet and sword are drawn away from him by the electricity. The pulsing electricity then starts to cover the floor. Dirk must jump to the safe parts to end up sitting in the throne. The throne revolves into another part of the castle, but the electricity follows. Dirk must again dodge the electricity.

Bubbling Goo in Kettle

After Dirk enters the room, bubbling green ooze will start to pour out of the kettle. Dirk must clip the Goo Monster in half before it tries to eat him. Dirk must then face the Snake Monster that comes out of the kettle. One quick slash will destroy him!



Phantom Knight

Dirk must avoid the charging Knight while also avoiding the giant thorns pushing up through the earth. Dirk should jump into the small cage to finally escape.

Rapids/Whirlpools

RAPIDS Dark must paddle into the safe current at the rapids and then straight into the tunnel at the end of the channel.

WHIRLPOOLS As Dark approaches a whirlpool, he must paddle around the swirling water. Dark must be sure to grab the chain and swing to the door as the boat smashes.

The Round Cage

The cast of the cage narrows as Dark and starts to glow. Dark must jump through the crushing doors and follow the stairs up to cross a bridge. To cross this bridge though, Dark must evade the grating pyrotechnics shooting up through the bridge.



Rolling Balls

After Dark enters the room, a large black ball will appear rolling up from behind him. Ahead of Dark down the tunnel, smaller balls are rolling up and down the walls. Dark must wait for a smaller ball to roll by before moving away from the larger black ball.

Falling Platform

Derk stops on a round wooden platform. The platform starts to fall through a circular shaft. It stops intermittently at rocky ledges for Derk to jump off. Timing is everything in jumping off the falling platform!

The Wind Room

The wind swirls all around Derk. There is a hole in the wall with a diamond in it, but don't go for the diamond! Derk must leave through the flapping door.

Large Wooden Platform

As Derk walks along a wooden platform suspended above the castle's dark interior, the wood planks begin to break away. He must jump to the remaining section of the platform and then climb the rope back into the castle spire.



The Dragon's Lair

Dark is now inside the Dragon's Lair, but beware! Since the Dragon is asleep and should not be awakened! Throughout the room there are balancing dishes and some of them are about to fall! If a column of balancing dishes flashes, Dark should catch it, otherwise move away from the dishes! Eventually the Princess will tell Dark what he should do! Listen very carefully and follow her instructions!

Since the Dragon is awake and he knows where you're hiding! As Sage stretches around the column to grab him, Dark must duck and run away! Sage will swing his tail trying to flatten Dark. Dark must dodge the tail! Dark should pull the magic sword out of the large gem. Sage turns around exposing her soft belly. Dark can now slay the Dragon and save the Princess!



COPYRIGHT

Don Bluth's "Dragon's Lair" is a registered trademark of Bluth Group, Ltd. - ©1993 Character Design ©1993 Don Bluth, ©1993 all audio, visuals and concept - used under the exclusive license of Epixamer Interactive, Inc. Programming ©1993 ReadySoft Incorporated. ALL RIGHTS RESERVED

DISCLAIMER

Although ReadySoft Incorporated believes this program performs the functions described in this guide, this program is provided "as is" without performance warranties of any kind, either expressed or implied, including but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you.

LIMITED WARRANTY

ReadySoft Incorporated warrants the CD from manufacturing defects for a period of 90 days from the date of purchase. Should the CD fail in the course of normal use within this 90-day period, ReadySoft will replace it. It is the responsibility of the purchaser to bear the cost of shipping these items to ReadySoft and to provide proof of purchase verifying the purchase is within the 90-day warranty period.

To receive warranty service, contact ReadySoft at:

(800) 475-4800 ext. 729

ITEMS BEYOND WARRANTY

If the CD(s) fail beyond the warranty period, CD's will be replaced for \$20.00 U.S. (including shipping). When sending goods back to ReadySoft for repair from outside Canada, please mark the outside of the package "DEFECTIVE CANADIAN GOODS BEING RETURNED FOR REPAIR". Only defective product returned by regular postal service will be accepted.

WARNING: READ BEFORE USING YOUR ATARI VIDEO ENTERTAINMENT SYSTEM--

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, involuntary movements, or convulsions - -

IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS--

Small pictures or images may cause permanent picture-tube damage or melt the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

CUSTOMER SUPPORT

If you have any questions about this game or any other ReadySoft products, you can reach Customer Service/Technical Support at:

ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario
Canada L3R 0H2

Tel: (905) 475-4800 ext.129
Fax: (905) 475-4802

Office hours are Mon - Fri., 9am - 5pm EST

ReadySoft has a 24 hour, 7 day a week BBS available for customer questions, support and files. The BBS number is (905) 475-4803

ReadySoft can also be reached via the Internet. Our World Wide Web site is: <http://www.readysft.com>

You can also contact us by e-mail: info@readysft.com



Available November 1st
U.S. carrier: 1-800-441-1111
Canada: 1-800-387-0000
or 1-800-387-0000 (can only toll-free)

BlackBerry's "BlackBerry" is a registered trademark of BlackBerry, Inc. ©2005. Character Design: ©2005 Eric Smith. ©2005 all other words and concepts used under the exclusive license of Spectrum Interlocking, Inc. All remaining ©2005 BlackBerry/Interlocking. All Rights Reserved. Also, the Blue and red logos are trademarks or registered trademarks of Nike Corporation. The software is controlled by Nike for use with the August All Interactive Multimedia System.

Product of Canada